

Abstract of the Disclosure

In computer games, there is typically a video display that represents a view into a virtual world of some type. There is also typically a user in a real world environment that surrounds the display screen interacting with the virtual world. Disclosed herein are system and methods for using lighting systems, in particular LED based lighting systems, to allow a user to receive information from the virtual world either in addition to, or instead of the information received from the video display.

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